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INSTRUCTION BOOKLET

SONY IMAGESOFT

OFFICIALLY LICENSED PRODUCT
NHL
PRODUCT OF THE NATIONAL HOCKEY LEAGUE

SUPER NINTENDO ENTERTAINMENT SYSTEM

BILL CLEMENT AND ESPN WELCOME YOU TO NATIONAL HOCKEY NIGHT

ESPN's National Hockey Night brings you the most dangerous team sport in the world right to your home! Hosted by the impressive Bill Clement, ESPN's National Hockey Night gives you the chance to take any team in the NHL® all the way to the Stanley Cup® finals! Every team from both leagues is here for you to play or play against!

There are a wide selection of options and playing scenarios that make each game an original experience. Two completely different viewing modes let you to pick the way you want to see the action on the ice! Note that this game allows the use of the Hudson Soft 5-player Multitap adapter to allow up to 5 people on a side! We've also included the latest stats for each team and the updated rules for the next season. All in all, ESPN's National Hockey Night will take average hockey fans and transform them into masters of NHL® strategies, tactics, and team play!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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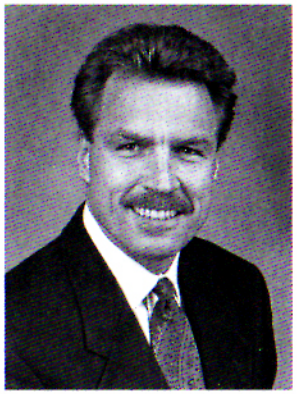
STARTING THE GAME

1. Make sure your Super NES is set up correctly.
2. Be sure that Controller 1 is properly plugged in.
3. Make sure the power switch is turned OFF. Place the ESPN's National Hockey Night Game Pak into the slot and press it down firmly.
4. Turn the power switch ON. You should see the Nintendo® Title screen, then the ESPN's National Hockey Night Title screens.

BILL CLEMENT
NHL ANALYST



Former National Hockey League All-Star Bill Clement, who played for 11 years in the NHL with Philadelphia, Washington and Calgary, is the game analyst for ESPN's NHL studio analyst.

Clement first served as ESPN's NHL game analyst from 1986 to 1988. From 1988-92, he was the analyst for Philadelphia Flyers games on PRISM (a regional cable service in Philadelphia) and a playoff analyst, including the Finals, for SportsChannel America. He received the 1992 CableACE Award for his work in playoffs. Since 1988, he has worked Flyers local over-the-air telecasts (WGBS-TV from 1988-91 and WPHL-TV since 1991). He was an ice-level reporter for NBC's coverage of the NHL All-Star Game in 1991 and '92. Clement served as an analyst for TNT at the 1992 Winter Olympics and as the studio analyst for the 1991 Canada Cup on CTV (Canada).

Clement, who served as an analyst for select Madison Square Garden telecasts of New Jersey Devils games, worked as a guest commentator on USA Network's NHL telecasts during his playing career.

BILL CLEMENT
NHL ANALYST

Since early 1992, Clement has made motivational speeches for schools and corporations. He is also a trained actor and model who has appeared in more than 50 print and television advertisements, including ones for Chevrolet, Deep Woods Off, Hardees, NAPA, Bell of Pennsylvania, the Metro Energy Council and Pro Hardware. Clement also appeared in the ABC soap opera "All My Children" in July 1986 and industrial films for IBM, Monsanto and Coca-Cola.

The former center began his pro career with the Flyers organization in 1970 and played for two Stanley Cup champions (1974, '75) with the "Broad Street Bullies". After one season (1975-76) with the Capitals in which he played in the All-Star Game, Clement was traded to the Atlanta (now Calgary) Flames in which he played for six seasons, and was selected to this second All-Star Game (1977-78).

Clement is a native of Thurso, Quebec, the same Canadian town that produced Hall of Famer Guy Lafleur. Clement and Lafleur both had streets in their hometown named for them.

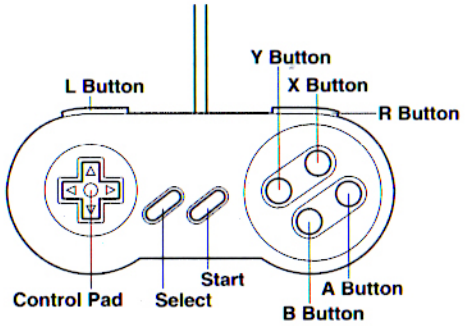
Clement, born December 20, 1950, resides in Newtown, Pa. with his wife, Cissie Callahan, and their three children.

TAKE CONTROL!

You set the controls for ESPN's National Hockey Night before you begin the game. The buttons you will be using for this game are:

The Control Pad, the Start Button, A Button, B Button, X Button, and Y Button. Depending on which section of the game you are in, the buttons have different uses. We will describe each screen and the functions for the buttons in each one.

You have a multitude of options awaiting you in the start up and game playing sections of this game. Below you will find a detailed explanation for each decision screen. Please notice, that in most cases, however, the layout is very similar: a decision screen lists major options and they can be scrolled by using the Up and Down arrows. As you scroll, you will see that an option is highlighted. This is the active option. Each specific setting can be scrolled by using the Right or Left arrows. Pressing the Start Button selects all of the options currently listed and then returns you to the next screen.



MAIN OPTIONS SCREEN

Press Right or Left on the Control Pad to move between "Options" and "Game."

Press Up or Down on the Control Pad to move between "Game" and "Controls."

Press any button to select either "Options", "Game", or "Controls."

OPTIONS:

Play Mode:	Exhibition, Challenge, Playoffs, Season.
View:	Side View, Vertical View.
Rules:	Offsides Off, Penalties Off, Penalties On.
Game Length:	5 Min. Period, 10 Min. Period, 20 Min. Period.
Line Changes:	Changes On, Changes Off.
Difficulty Setting:	Beginner, Amateur, Pro.

CONTROLS: Use Select Button to select Offense or Defense. Left or Right rotates between control settings. Any button but the Select Button selects all settings and returns to the Main Options Screens. Up and Down rotates between different players on the same team (for multi-player games).

PLAYER SELECTION SCREEN

This screen is both the Team Selection screen and the Player selection screen. Select the teams you want to choose, then choose the players.

Press Left or Right on the Control Pad to move a player to Visitors or home. Players left in the middle will be run by the computer.

Press the Start Button to advance to the Bill Clement Screen.

If in the Playoffs: To scroll between Resume Game or New Game, press the Start Button to select and move to team select.

You may also choose between "Best of 7" or "Best of 1" to indicate how long you want each series to be.

Playoff Tree: Press Left or Right to pan through the playoff tree. Press the Start Button to move to Player Selection (see above).

GAME: Left or Right moves between Home or Visitors. Up or Down scrolls through the team selection choices. Start button selects the teams and brings you to the Player Selection Screen.

BILL CLEMENT SCREEN

Use the Start Button to select the highlighted choice.

Start Game: Press the Start Button here to begin playing the game.

Match Up: Use Up or Down to scroll through the numbers. Any Button returns you to Bill Clement.

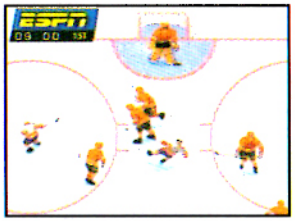
Edit Lineup: Use Up or Down to scroll through the players. Use Left or Right to see each players stats. Press Button X to switch teams. Press Button A to see reserves at that position. Go left and right to view the different lines in the game.

Reserves: Use Up or Down to scroll through reserves. Use Left or Right to see each reserves' stats. Use the A Button to select reserve and return to Edit Screen.

Press Start Button to return to Bill Clement Screen.

Standings: Use left or right to scroll through the standings. Any button gets you back to the Bill Clement Screen.

DURING GAME PLAY



The Control Pad moves players in every direction—Up, Down, Left, and Right.

The Start Button pauses the game and brings you to the Clement Game Screen.

Clement Game Screen: Several choices are offered to you when you are in this screen. They are:

Resume Game:	Go back to playing.
Edit Lineup:	As before.
View:	Any button or left and right arrow to switch game view.
Statistics:	Left or Right for current game, current period. Up or Down to scroll through stats.

Press the Start Button to return to the Clement Game Screen.

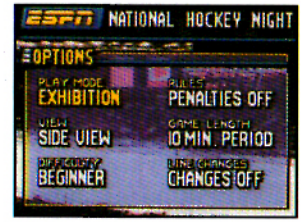
Buttons X,Y,A,B (to your set-up) will be used.

Defensive actions:	Speed, Hold, Poke, Select (Player nearest the puck).
Offensive actions:	Pass, Shoot, Flip, Line (Change during play).

NOTE* All Buttons are interchangeable except: Hold and Line will always be A Button.

CHALLENGE MODE

From the Main Options Screen, to the Player Selection Screen, comes the Challenge Mode. Use Left or Right to move between Home and Visitors. Press Up or Down to scroll through the team selection choices. The Start Button selects the teams and brings you to the Clement Challenge Screen.



There are two forms of challenges: The Fastest Man and the Shootout. These are offered to hone your playing skills and to allow you to get a better feel for the gaming dynamics.

EXHIBITION MODE

This mode allows the players to choose any two teams to play against each other for one game. This is the most common option chosen.

FASTEST MAN

The Fastest Man Contest is a race around the ice to see who can get the fastest time. Pound on Buttons A and B, and use the Control Pad to move around the ice. See who can get the best time. Up to four people can play. You may choose two teams to play, and each controlling player gets to play one person.

SHOOTOUT

The Shootout is a test of your shooting ability. Press the Shoot Button and shoot as quickly and as accurately as you can! Five players from each team compete to see who can get the highest scoring percentage.

SEASON MODE

This is one of the finest features of the game. Upon selecting Season Mode on the Options Screen, players get to choose which team they want to play for an entire season! If you select the San Jose Sharks, for instance, you can play them (or any of their opponents during the season!). You may choose to play a new season (which erases the battery back-up), or resume if you already have a season in progress.

When the Season Calendar comes up, you may use the Control Pad to move the months around. Press Button B once you have selected the month you want. This brings up a yellow highlight cursor which you use to pick the game day you want. The beauty of the Season mode is that you can choose any point in the season you want (only moving in a forward direction), and you will go to that game, and the computer will simulate (based on many attributes), how your team did in the games in-between the game you last played and this one. This means that you can potentially play one game out of every month and the computer will play the others for you!

When the Bill Clement Screen comes back up, Season Mode gives you the additional menu option of "Standings." This screen shows you the current NHL standings in both the Eastern and Western conferences.

Upon completion of any Season, if you have ranked high enough, you will move on to the Stanley Cup playoffs.

PLAYOFF MODE

You can begin this game already at the playoffs for the Stanley Cup. This mode allows you to select from either the Best of 1 or the Best of 7. Choose your team (as shown above) and the stats for the playoffs will appear. You now face the best teams in the NHL, and they are all gunning for you! Take your team (and teammates) through this gauntlet of challengers and come out as world champions!

PLAYING SKILLS

Skating - Use the Control Pad to control the direction of the player.

Shooting - Wrist Shots are performed by pressing the "Shoot" button quickly and releasing it. Slap Shots are performed by a long press and release of the Shoot button. Aiming is determined by the direction of the Control Pad when the Shoot button is released.

Passing - Press your Pass button to pass the puck to your nearest teammate in the direction you are facing. If you do not have a teammate in a 60° wedge (centered on the Control Pad direction chosen), then the puck sails off to nobody. As soon as the puck is passed, control switches to the player it is passed to.

Speed Burst - There is an option for the players to perform speed bursts, provided they are fairly fresh in the game. Players tire quickly when they do a speed burst, so this will affect them when you consider making line changes. Players are limited to the amount of speed bursts that they can perform during the game.

Stick Checking - To stick check an opponent, simply skate into him and press your Poke button. The force of the collision may result in your opponent not only losing the puck, but also his balance. This move only happens when you are initially skating backwards in front of the offensive player while you are defending.

PENALTIES

You can select whether or not you want to have penalties assessed during the game as one of the earlier options. We have set Off Sides as a separate On/Off function from the rest of the penalties because it is the most common (and most annoying) of the penalties. Play a few games without the penalty function on to get a feel for NHL style hockey, but when you turn the Ref's back on, you'll really have to watch the way you play! Remember, Power Plays can only happen if somebody is cooling their heels in the penalty box!

Other common penalties:

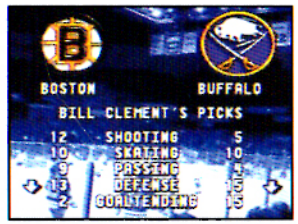
Icing - Icing is when a player slaps the puck from beyond center ice to the back of the rink. The program defaults to having the Icing penalty on.

Cross Checking - This illegal check usually ends with the checker getting a penalty. This maneuver is performed by holding the hockey stick with both hands and checking the opponent with the stick in the middle. This is an illegal move because it tends to cause injuries to the recipient.

Roughing - This is when a player takes more than a few strides towards an opponent in order to deliver a body check.

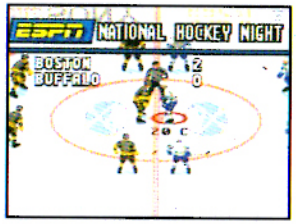
LINE CHANGES

Timely Line Changes are imperative to a winning hockey strategy. There are gauges in the stats of each player to determine their fatigue factors. Use these to determine the best time to pull them out of the game (and rest up) while substituting a fresh player. You can make Line Changes any time during the game. Hold down Button A to start a line change. The line change dialog box will come up on all play stoppage. If this function is set at automatic, the computer will monitor the players and make the Line Changes for you. If you think you have a handle on this, set it for manual and keep an eye on the stats!



ADDITIONAL TIPS

- The game saves all of your last choices to the battery. This means that if the last time you booted up the game it was in Exhibition mode, with the Penalties Off, Playing Hartford against the Mighty Ducks; that will be how it is when you boot it up again.
- Remember, there are 2 views in this game. Check them both out to see which one you prefer.
- The "Exit Game" option which appears after any game has been played, resets the game.



For further details about the Super NES Multi-Player Adapter, please refer to your Multi-Player Adapter instruction manual.

CREDITS

Programming:
Craig Broadbooks
Paula Willman
Scott Murray

Additional Programming:
Eric Hagstrom

Lead Artist:
David Estus

Artists:
Andy Jaros
Steve Mitchell
Ted Robertson
Scott Rogers
Brian O'Hara
Katy Roe
Dave Fenderson
Chris Meland
Joe Brisbois
Kevin Toft

Additional Art:
Paul Willman
Craig Broadbooks

Producers:
John Smedley
Daniel Meade

Associate Producer:
Greg Oberle

Assistant Producer:
Dennis Quinn

Sound and Music:
Joe Hight
Rex Baca

Testing Coordinator:
Brian Wiklem

Testing:
Dennis Quinn
Greg Kaine
Fred Wigand
Justin Busch
Robert Baumsteiger
Martha Williams
Jody Kelsey
Kurt Schwengel
Bruce Cochrane
C J Connoy
Andre Leighton
Seth Luisi
Jose Cruz
Tobin Russell

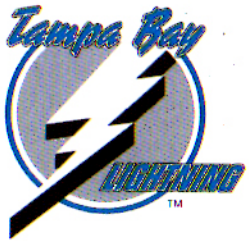
Sony Executive Producer:
Richard Robinson

Executive Producers:
Steve Bornstein
Ed Durso
Dick Glover
Tom Hagopian
Jim Noel
John Wildack
Howie Schwab

Special Thanks To:
Andy Zaffron
Bill Clement

Los Angeles
KINGS

NOTES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